Amendment to the Specification:

Please replace the paragraph beginning at page 11, line 11, with the following amended paragraph:

-- Each gaming server 48 may include a controller 48a that may comprise a program memory 48b, a microcontroller or microprocessor (MP) 48c, a random-access memory (RAM) 48d and an input/output (I/O) circuit 48e, all of which may be interconnected via an address/data bus 48f. It should be appreciated that although only one microprocessor 48c is shown, the controller 48a may include multiple microprocessors 48c. Similarly, the memory of the controller 48a may include multiple RAMs 48d and multiple program memories 48b. Although the I/O circuit **[[22e]]** **48e** is shown as a single block, it should be appreciated that the I/O circuit **[[22e]]** **48e** may include a number of different types of I/O circuits. The RAM(s) 48d and program memories 48b may be implemented as semiconductor memories, magnetically readable memories, and/or optically readable memories, for example. --

Please replace the paragraph beginning at page 13, line 25, with the following amended paragraph:

-- The gaming unit 20 may include one or more audio speakers 62, a coin payout tray 64, an input control panel 66, and a display **[[unit]]** 70. Where the gaming unit 20 is designed to facilitate play of a video casino game, such as video poker or video slots, the display **[[unit]]** 70 may be a color video display unit that displays images relating to the particular game or games. Where the gaming unit 20 is designed to facilitate play of a reel-type slot machine, the display **[[unit]]** 70 may comprise a plurality of mechanical reels that are rotatable, with each of the reels having a plurality of reel images disposed thereon. The audio speakers 62 may generate audio representing sounds such as the noise of spinning slot machine reels, a dealer's voice, music, announcements or any other audio related to a casino game. The input control panel 66 may be provided with a plurality of pushbuttons or touch-sensitive areas that may be pressed by a player to select games, make wagers, make gaming decisions, etc. --

Please replace the paragraph beginning at page 18, line 20, with the following amended paragraph:

-- Following the receipt and acceptance of the network identification at block **[[124]]** **125**, information may be requested about the network 12 from the network computer 22. The request may include a request for the configuration of the network 12, additional networks 26, 40 operatively coupled to the network 12, the identification of various devices connected to the network(s), etc. The request may specifically ask the network computer 22 to identify master gaming servers 28, 36 that are on the networks 12, 26, 40. At block 126, the controller 100 may receive a response to the request for network information from the network computer 12. Among the information supplied by the network computer 12 may be information regarding the master server(s) 28, 36 that the gaming unit may contact. The routine may then terminate and turn control over to a master gaming server communication routine where the gaming unit 20 may contact and communication with a master gaming server 28. --

Please replace the paragraph beginning at page 25, line 30, with the following amended paragraph:

-- Fig. 10 is a flowchart of an alternative gaming server communication routine 170 that may be stored in the memory of the controller 100. The gaming server communication routine 170 may be utilized by gaming units 20 to manually select a gaming server 48 from among multiple gaming servers 48. As with the gaming server communication routine 160 discussed above, the gaming server communication routine 170 may be performed once the gaming unit 20 has received a list of all available gaming servers 48 from the master gaming server 28, 36. Referring to Fig. 10, the gaming server communication routine 170 may begin operation at block 171 during which the routine may initiate a status check of each gaming server 48 using a ping operation or other suitable operation which may be dependent on the particular network communications protocol. The ping operation **[[161]]** **171** may provide or be used to derive information about each gaming server 48 such as its data transfer rate, the estimated download time for each data file, throughput, responsiveness, accessibility, existence, etc. The routine may also gather further information from each gaming server 48 such as network identification, description, geographic location, gaming data, gaming data specifics (e.g., file size), associated network subnet data, etc. Some or all

of this information may also be provided by the master gaming server 28, 36. --

Please replace the paragraph beginning at page 28, line 22, with the following amended paragraph:

-- At block 192, the routine may wait a predetermined time for a response from the gaming server 48. After the predetermined time has passed, the routine may check to see if the gaming server 48 has sent a response to the network message and record the response time. If a response has been not been sent back within the predetermined time, as determined at block 193, the routine may pass control to block 194 to indicate an error has occurred. The error indication at block 194 may signal that either the gaming server 48 does not exist (e.g., it is offline) or the gaming server 48 is unavailable (e.g., high load). A response time or ping value may normally relate to the difference in time from when the network message was sent and the time it was received. If there is an error, the response time or ping value may be set to a unique value to indicate the specific type of error, and an error code may be set (e.g. Error Code = 0) to indicate a failed ping operation **195. --**

Please replace the paragraph beginning at page 28, line 34, with the following amended paragraph:

-- If the gaming server 48 has responded to the network message, as determined at block 193, the routine may check to see if there were any network errors at block 196. The network errors may be sent by the gaming server 48 itself, indicating it received only part of the network message, requesting a resend, etc. If network errors exist as determined at block 196, control may pass to block 194 to indicate the error with the response time or ping value indicating the type of error and the error code indicating a failed ping operation. If there are no network errors, the routine may check to see that the response included the unique data sent in the network message at block 197. If not, control may pass back to block 192 to continue waiting for the unique data, in case the entire response has not been received yet. If the response includes the unique data, the routine may determine information from the response at block 198. For example, the routine may compute the difference between the time the entire message was received and the time the message was sent to calculate the response time or ping

value. The response time or ping value may indicate the load of the gaming server 48, the responsiveness of the gaming server 48, the data transfer rate of the gaming server 48, etc. The error code may be set to indicate the ping was successful **199**. The results may be provided to routines 160, 170 for further analysis. --

Please replace the paragraph beginning at page 30, line 8, with the following amended paragraph:

-- If the network identification is not valid as determined at block 204, the gaming server 48 may terminate **210** its communication session with the gaming unit 20, 30. If the network identification is valid, the gaming server 48 may send a signal to the gaming unit 20, 30 to acknowledge the gaming unit identification was valid and authentic, and enter a wait state at block 205 to wait for a ping network message from the gaming unit 20, 30. The gaming server 48 may wait for a predetermined time and then determine if a ping network message has been received at block 206. If a ping network message was not received, the gaming server 48 may assume that the gaming unit 20, 30 chose another gaming server, that the ping network message was corrupted or lost, or that the gaming unit 20, 30 is unable to communicate with the gaming server 48 for some reason such as high network load, high server load, etc.

Please replace the paragraph beginning at page 30, line 28, with the following amended paragraph:

-- Following the response at block 207, the gaming server 48 may again wait **208** for a signal from the gaming unit 20, 30 to determine if the gaming server 48 was selected. If the gaming server 48 receives a signal that it was not selected, another gaming server 48 was selected or if no signal is received after a predetermined time, the gaming server 48 may terminate **210** communications with the gaming unit 20, 30. This may include sending the gaming unit 20, 30 an acknowledgement that communications will be terminated **210**. If the gaming server 48 was selected for a downloading operation, the gaming server 48 may begin sending gaming data to the gaming unit 20, 30 at block 209. Alternatively, the gaming server 48 may wait for another signal from the gaming unit 20, 30 indicating the particular gaming data it wishes to download. --

Please replace the paragraph beginning at page 32, line 20, with the following amended paragraph:

-- Once the server selection operation is completed at block 223, a game-selection display may be generated on the display unit 70 (if provided as a video display unit) at block 224 to allow the player to select, download and play a game on the gaming unit 20. The game-selection display generated at block 224 may include, for example, a list of video games that may be downloaded from a selected gaming server 48 and played on the gaming unit 20 and/or a visual message to prompt the player to deposit value into the gaming unit 20. While the game-selection display is generated, the gaming unit 20 may wait for the player to make a game selection. The selection of a game may be made in conjunction with selecting a gaming server 48 where each gaming server 48 presents one or more of the games that may be downloaded and played. The selection of a gaming server 48 may also be read as a selection of a game. Upon selection of one of the games by the player as determined at block 225, the controller 100 may cause one of a number of game routines to be downloaded and/or performed to allow the selected game to be played. For example, the game routines could include a video poker routine 226, a video blackjack routine 227, a slots routine 228, a video keno routine 229, and a video bingo routine 228. At block 225, if no game selection is made within a given period of time, the operation may branch back to block **[[221]]** **225**. --

Please replace the paragraph beginning at page 37, line 18, with the following amended paragraph:

-- If the dealer does not hit, at block **[[436]]** **438** the outcome of the blackjack game and a corresponding payout may be determined based on, for example, whether the player or the dealer has the higher hand that does not exceed 21. If the player has a winning hand, a payout value corresponding to the winning hand may be determined at block 440. At block 442, the player's cumulative value or number of credits may be updated by subtracting the bet made by the player and adding, if the player won, the payout value determined at block 440. The cumulative value or number of credits may also be displayed in the display area 418 (Fig. 17). --

Please replace the paragraph beginning at page 42, line 14, with the following amended paragraph:

-- After the player has made a wager, at block 628 the player may select a bingo card, which may be generated randomly **and displayed 630.** The player may select more than one bingo card, and there may be a maximum number of bingo cards that a player may select. After play is to commence as determined at block 632, at block 634 a bingo number may be randomly generated by the controller 100 or a central computer such as one of the network computers 22, 32. At block 636, the bingo number may be displayed on the display unit 70 and the display units 70 of any other gaming units 20 involved in the bingo game. --